GAMETEK

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SNS-AA-USA

AMERICAN GLADIATORS™

INSTRUCTION BOOKLET

GAMETEK

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING

Please read the enclosed consumer information and precautions booklet carefully before using your Nintendo Hardware system or Game Pak.

PRESENTING AMERICAN GLADIATORS for your SUPER NINTENDO ENTERTAINMENT SYSTEM. With digitized photography of the real Gladiators, life-size action and split screen game play, it's as real as it gets! So, if you think you're good, you'd better be great... Cause these guys are BAD! I wouldn't keep them waiting!

THANK YOU for purchasing Gametek's AMERICAN GLADIATORS Game Pak for your Super Nintendo Entertainment System. Before you get started, please read this instruction manual thoroughly to ensure maximum enjoyment of your new Game Pak. Please save your manual in a convenient place for future reference.

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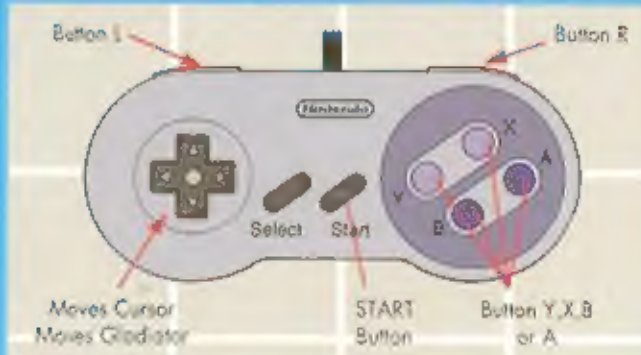
HOW TO USE YOUR CONTROLLER

In ONE TO ONE game play, where you play against a computer opponent, use Controller #1.

In the TOURNAMENT section, where up to 16 people (eight males and eight females) can compete, the BLUE PLAYER will always be Controller #1, and the RED PLAYER will always be Controller #2.

PLEASE NOTE: As you advance through the tournament section, you may alternate between a RED and BLUE position, according to your placement within the tournament ladder. Therefore, please note your position prior to beginning each round of game play. As a rule, the BLUE player will always be on the top part of the ladder, and the RED player will be on the bottom. (Please see SETTING UP THE GAME for further details.)

HOW TO USE YOUR CONTROLLER



Control Pad	Moves Cursor Moves Gladiator
START Button	Used to bypass screens
Button Y,X,B or A	Lock in choice Action Button in all events Choose lane in Eliminator Drop off rope in Eliminator
Button R	Pick Up Weapon Sprint in Eliminator
Button L	Drop Weapon Sprint in Eliminator

SETTING UP THE GAME

1. The introduction will acquaint you with the American Gladiators that you will be competing against. Press button X,Y,A or B to view the rest of the Gladiators. Press START at anytime to begin game play.

2. Choose the type of game you wish to play.

ONE TO ONE

A. ONE TO ONE will allow you to play a quick game against a computer opponent. This option can be used as a practice round to help you get acquainted with the events before the big event — the TOURNAMENT.

B. To select this option move the cursor UP or DOWN using the Control Pad until the hand points to ONE TO ONE. Press BUTTON X,Y,A OR B to lock in your selection.

1. Now enter your gender. Make your selection by moving the cursor UP or DOWN using the Control Pad. Press BUTTON X,Y,A OR B to lock in your selection.

ONE TO ONE

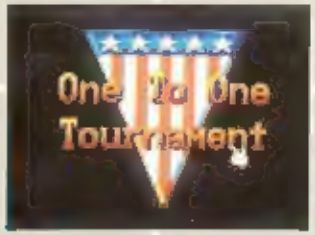
2. Enter your name by moving the cursor LEFT, RIGHT, UP or DOWN along the alphabet using the Control Pad. Press BUTTON X,Y,A OR B to lock in your selection. To erase a letter, move the cursor over DEL and press BUTTON X,Y,A OR B until the desired letter(s) are deleted. To enter your name, move the cursor over END and press BUTTON X,Y,A OR B. You may also add a space by positioning the cursor over SPC. Lock in your choice by pressing Button X,Y,A or B.

3. Press BUTTON X,Y,A OR B to begin the 1st event.

TOURNAMENT

A. The TOURNAMENT section can be played alone against computer opponents or with up to sixteen human competitors. (If fewer than sixteen human players are competing, the remaining spaces on the tournament ladder will be filled in with computer players.)

B. To select this option, move the cursor to "Tournament" using the Control Pad. Lock in your selection by pressing BUTTON X,Y, A OR B.



TOURNAMENT

1. Choose who will go first, second, etc.
2. Player #1 enter your gender. Make your selection by moving the cursor UP or DOWN using the Control Pad. Lock in your selection by pressing BUTTON X,Y,A OR B.

3. Player #1 enter your name using the same direction as listed in the ONE TO ONE section.

4. If there is more than one human player competing, then move the cursor using the Control Pad to select ANOTHER PLAYER. Lock in your selection by pressing BUTTON X,Y,A OR B.

5. Follow the instructions described above until all human players have been entered.

6. Once all players have been entered, move the cursor to GAME ON and press BUTTON X,Y,A OR B. (The computer will fill in any remaining positions.)

GAME MODE

Your American Gladiators Cartridge for the Super Nintendo Entertainment System can be played in two different modes: One To One or Tournament. In order to help you choose in which game mode you would like to play, please read the descriptions below thoroughly.

ONE-TO-ONE MODE

1. This is a one player game where you will be competing against a computer player. You will always be the BLUE Player.

2. In Joust, Human Cannonball and Assault, players take turns competing against the Gladiators. In order to keep the game moving you will not see the computer player compete, only their score will be shown.

3. In Powerball, Atlasphere, The Wall and The Eliminator, both you and the computer player will compete against the Gladiators on the same playing field at the same time.

GAME MODE

4. While the event is in progress, the scores will be displayed on the top of the screen.

5. After each event, the overall score will be displayed.

6. Also on this screen, the next event will be displayed, as well as the name of the Gladiator(s) that you have drawn to compete against.

TOURNAMENT MODE

1. In the Tournament Mode, you can compete alone against the computer or with you and up to 15 friends. If less than sixteen human players are competing, then the remainder of the ladder will be filled with computer opponents.

2. The Tournament is divided into three rounds: quarter-finals, semi-finals and finals.

3. Two players will compete against each other at a time. They will compete in all seven events. The player with the highest score at the end of the seven events will advance to the next round.

TOURNAMENT MODE

4. The winner of the Final Round will have earned the honor of becoming an American Gladiator.

5. In some rounds you may be competing against a computer opponent. When playing against a computer opponent, only their scores will be shown for The Joust, The Assault and The Human Cannonball. (You will not see them compete.) In The Eliminator, The Atlasphere, The Wall and The Powerball, you will be competing on the same playing field as your computer opponent.

IMPORTANT: As you progress in the Tournament, you may change uniform colors due to your new placement on the ladder. Remember that if you are in the top position, your uniform will be BLUE. If you are in the bottom position, you will be wearing RED. The BLUE player uses Controller #1 and the RED player uses Controller #2.

THE EVENTS

They're here, all the events for which you have been waiting. So try your hand at the JOUST. Or climb The WALL. Swing into action with HUMAN CANNONBALL. Stuff it and run in POWERBALL. Then, blast'em into oblivion with ASSAULT. Or smash and bash them in the ATLASPHERE. Finally, if you have the guts, encounter the greatest challenge of all: the ELIMINATOR.

Each event requires a different combination of strength, strategy and timing. So, in each event, the Control Pad will be used in slightly different ways. The following descriptions will give you the tools you'll need to get started. It's up to you to perfect your skills in order to be a worthy opponent of the AMERICAN GLADIATORS. Good Luck! You'll need it!

ASSAULT

THE EQUIPMENT: A large playing field, 5 safety barricades, an air bazooka firing tennis balls, goggles.

TIME LIMIT: 60 seconds

THE OBJECT: An American Gladiator is located on a platform at one end of the playing field. Above the Gladiator is a target. Try to hit it (with your air-fired tennis balls) before the Gladiator hits you, or before you run out of time.

SCORING: 10 pts. for hitting the white part of the bullseye above the Gladiator. 5 pts. for hitting the red part of the bullseye above the Gladiator. 1 pt. for every weapon fired.

RULES: You must stop at every safety barricade on the playing field in order of progression and fire the weapon located at that station. You can only fire the weapon once. After you have fired the weapon, put it down and carefully move on to the next safety barricade. If you are hit by the Gladiator at anytime, you are disqualified.

ASSAULT

GAME VIEW #1: Overhead view of playing field with barricades and safety zones.

TO MOVE ABOUT IN VIEW #1: Push the Control Pad in the desired direction.

TO CONVERT TO VIEW #2: Come up behind the barricade, face and push against it by pressing Control Pad UP, then press BUTTON X,Y,A OR B,.

ASSAULT

Game View #2: Close-up view from behind the barricade. Use this view to try and hit the target behind the Gladiator.

TO PICK UP THE WEAPON: Move up to the weapon (using the control pad) and press BUTTON R.

TO AIM AND FIRE THE WEAPON: Control the crosshairs using the Control Pad. Then, launch your tennis ball by pressing BUTTON X,Y,A OR B.

TO PUT DOWN THE WEAPON: Press BUTTON L.

TO STEP ASIDE: Press the Control Pad LEFT or RIGHT. This will take you back to VIEW #1.

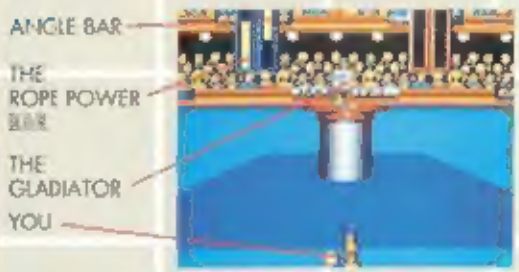
HUMAN CANNONBALL

THE EQUIPMENT: 45 feet, 8 inches of high nylon rope, a two-foot diameter pedestal, headgear.

THE OBJECT: Swing on a rope and by retracting your legs to form a human cannonball knock the Gladiator off his/her pedestal.

SCORING: 10 pts. for knocking the Gladiator off the pedestal.

Make your body into a hard ball of unyielding muscle. Control your power and angle by watching the POWER BARS.



Rules: Anything goes in this event.

HUMAN CANNONBALL

THE POWER BAR (The left hand bar)
Before you make your swing at the Gladiator you must select your power level. To do this, press BUTTON X,Y,A OR B once to start the POWER BAR advancing, press BUTTON X,Y,A OR B again to stop the POWER BAR. The higher the power level, the harder you will push off the starting block. (You should aim for around 75%.)

THE ANGLE BAR (The right hand bar)
Once you have pressed BUTTON X,Y,A OR B to stop the POWER BAR, the ANGLE BAR will immediately start to fall. The angle bar represents the direction of swing from left to right. The shorter the bar, the more you swing to the left. The longer the bar, the more you drift to the right. Press BUTTON X,Y,A OR B once more to stop the ANGLE BAR at the desired spot. You will now start to swing. (You should aim for about the center of the bar.)

TO RETRACT YOUR LEGS AND FORM A BALL: As you swing from the pedestal, press BUTTON X,Y,A OR B.

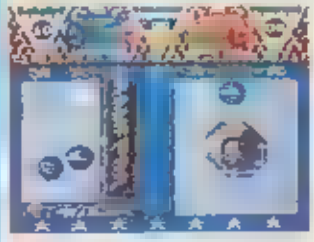
ATLASPHERE

THE EQUIPMENT: Life sized metal spheres about seven feet in diameter, helmets, gloves and face gear.

TIME LIMIT: 60 seconds

THE OBJECT: While inside the metal sphere you must try to score in any of the four pods placed around the arena. Gladiators will smash, bash and mash you in an attempt to keep you from scoring. In addition your competitor will be on the same playing field as you and might try to go after the same scoring pod. So you better hurry up and beat him there!

SCORING: You score by rolling your sphere over the center of the pod. 1 pt. for each steam vent you release.

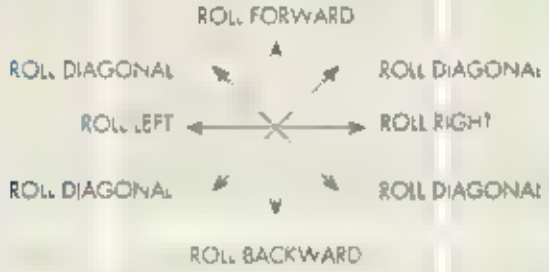


RULES: Once a point has been scored from a particular pod, you must score a point in another pod before returning.

In order to score a point, your sphere must roll directly over the center of the pod.

ATLASPHERE

TO ROLL YOUR SPHERE Press your Control Pad in the desired direction (See diagram below.)



JOUST

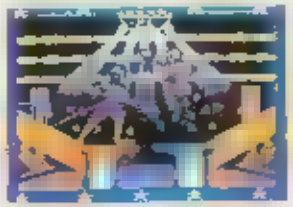
THE EQUIPMENT Seven foot pugil sticks, headgear, knee pads and two platforms placed 16 inches apart. The platforms are four feet in diameter and eight feet four inches off the ground.

TIME LIMIT :45 seconds

THE OBJECT To knock the Gladiator off their platform before you're knocked off yours. There are quite a number of offensive and defensive tricks you must master to succeed in JOUST.

SCORING 10 pts. if you knock the Gladiator down. 5 pts. if you can stay standing for the full :45 seconds. 0 pts. for being knocked down.

RULES. You must stay on your platform. If you are knocked off the platform, the event is over.



Joust is a game of timing and balance.

JOUST

OFFENSIVE MOVES To perform offensive moves hold down BUTTON X Y A OR B and move the Control Pad in the desired direction as indicated by the diagram above

DEFENSIVE MOVES To perform defensive moves move the Control Pad in the desired direction, as indicated by the diagram below WITHOUT holding down BUTTON X,Y A OR B

POWERBALL

THE EQUIPMENT Several regulation soccer balls five ball bins, headgear

TIME LIMIT: :60 seconds

THE OBJECT Grab the ball and race to get it into one of the five guarded ball bins The Gladiators will try to keep you from scoring but they're not allowed to hold onto you for an extended amount of time

SCORING 1 pt for every ball placed in a bin 2 pts for every ball placed in the middle bin

RULES There are two storage bins from which you get the balls in order to score you must alternate between the two bins. For example if you choose a ball from the top bin then you must get your next ball from the bottom bin You must be facing a scoring bin in order to drop the ball in

There's three of them against two of you Try and get the balls in the bins

MOVING ACROSS THE COURT To move press your Control Pad in the desired direction (See diagram on the next page.)

POWERBALL

PICKING UP THE BALL To pick up the ball face one of the bins in an end zone by pressing the Control Pad in the desired direction and press Button X Y A or B. You must be pushing up against the bin to pick up the ball.

SCORING Putting the ball in the bin. To put the ball in the bin face the bin by pressing the Control Pad in the desired direction and press BUTTON X Y A OR B to drop the ball. (See diagram below.)

DEFENDING AGAINST THE GLADIATORS You can push the Gladiators away while you have the ball by pressing Button X, Y, A or B. This will knock them backwards.

THE WALL

THE EQUIPMENT A solid stone wall 30 feet high and 24 feet wide studded with metal hand grips and a climbing harness.

TIME LIMIT 30 seconds (Gladiators have a 5 second handicap.)

THE OBJECT Be the first one to reach the top of the wall.

NOTE You'll start first. After the 5 seconds, the Gladiators will be released behind you. Use that 5 seconds to gain a healthy lead – if a Gladiator catches up to you, he/she will try to pull you off the wall.

SCORING 10 pts. to the first competitor to get to the top of the Wall. 5 pts. to the second person to reach the top. 0 pts. for not finishing.

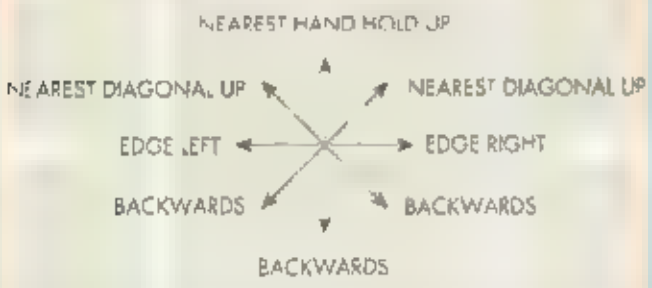
RULES. You must navigate up the wall using the hand grips. You cannot pull the other contestant off the wall, I would just worry about the Gladiators behind you!

Scramble up there fast, before the Gladiator scrambles you.

THE WALL

TO CLIMB: Press the Control Pad in the desired direction and press Button X, Y, A or B

Here's a diagram of what the different Control Pad angles can accomplish



THE ELIMINATOR

Eight obstacles. Eight separate challenges. It's you against the clock.

THE EQUIPMENT

1. The Treadmill
2. The Hand Bike (30-foot crossing)
3. The Balance Beam
4. The Cargo Net
5. The Zip Wire
6. The Hurdles
7. The Sprint
8. The Gladiators

TIME LIMIT: 60 seconds

THE OBJECT: To conquer all eight obstacles in the least amount of time.

SCORING: 10 pts. for first, 5 pts. for second and 0 pts. for not finishing.

THE TREADMILL

You're running against the grain on a nine foot incline.

TO SCALE THE TREADMILL: Hit the L and R Buttons on the top of the Controller quickly and repeatedly. Don't stop or you'll be carried backwards.

THE HANDBIKE:

Crank the pedals with your arms across 30 feet of track

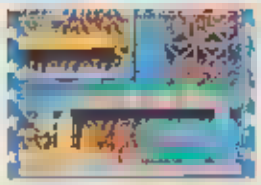
TO OPERATE THE HANDBIKE Press the L and R Buttons on the top of your Controller rapidly, until you have reached the other side of the track

THE BALANCE BEAM

Crossing a 30 foot balance beam, nothing to it Right? Wrong! The Gladiators will be waiting to knock you off by swinging heavy bags at you

TO RUN BETWEEN THE BAGS Study the timing of each swinging bag Then press the L and R Buttons on the top of the Controller to run across. It's all in the timing NOTE If you're knocked off, you are given a 10 sec ond penalty then you must crawl out of the pit before continuing *YOU ARE NOT ELIMINATED*

THE CARGO NET



You must scale this 18 foot cargo net to get to the next obstacle

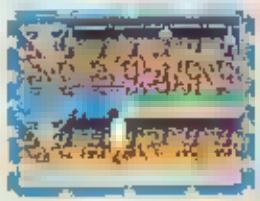
TO SCALE THE NET Press the L and R Buttons on the top of the Controller until you get to the top

THE ZIP WIRE

This 110-foot long zip wire will carry you all the way across the length of the playing area The trick is in getting off!

TO RIDE THE WIRE Don't do anything when you get to the yellow area Then press BUTTON X Y A OR B to drop off

THE HURDLES



Fly over the hurdles with all the strength you have left

TO JUMP THE HURDLES Alternate pressing down the L and R Buttons rapidly on the top of your Controller to run. Press BUTTON X,Y,A OR B to jump

THE ELIMINATOR

THE SPRINT

Choose a running lane. Then, give it your all. You're almost there! You can choose from 4 different lanes. Only one contains the ultimate obstacle; an American Gladiator.

CHOOSE A LANE: Press BUTTON X,Y,A OR B for the 1st, 2nd, 3rd or 4th lane respectively.

TO SPRINT YOUR FASTEST: Alternate pressing down the L and R Buttons on the top of your Controller as hard and as fast as you can.

THE GLADIATORS

They're waiting for you, the American Gladiators. But you've come this far and it's too late to give up. So go for one more burst of energy. And win it!

TO WRESTLE PAST THE GLADIATORS: Alternate pressing down the L and R Buttons on the top of the Controller as hard and as fast as you can. Knock him over and head towards the finish line.

THE AMERICAN GLADIATORS

MEET THE MEN AND WOMEN OF STEEL

As you can see, each member of the American Gladiators team is in top physical form. They have to be — because they're competing against winning local athletes from around the country. Every American Gladiator has been involved with sports and fitness since they were quite young. Here's a bit of background on each of these remarkable competitors:

Gemini 6'4" 255 lbs.
Gemini is the strong, silent type. He was an all around athlete in high school and a standout offensive lineman at UCLA. His impressive pro football career includes time with the Eagles, the Patriots, the Canadian Football League and the USFL. Gemini is a martial artist, and an actor for commercials and feature films.

Nitro 6' 2" 225 lbs.
Nitro says what he thinks – whenever he wants to. And he doesn't like to lose. Not one bit. His impressive football career includes playing linebacker at San Jose State University, a stint with the NFL, and two years on a professional team in Europe. Currently, Nitro has been acting in commercials and on TV shows.

Turbo 6' 1" 245 lbs.
A newcomer to the Gladiators, Turbo brings power, speed and agility to the squad. In high school and college he started in football, wrestling and track. He's currently an avid powerlifter, working out at least two hours a day at the gym. In addition to fast Gladiator games, Turbo likes fast cars.

Thunder 6' 2" 280 lbs.
Football, lacrosse, soccer, baseball and swimming are just a few of the sports at which Thunder has excelled. He is also a student of the martial arts. Thunder is a nutrition consultant for several pro athletes. He even designs and develops diet supplement programs for top professional body builders in the United States and abroad.

Laser 6' 1" 226 lbs.
An avid football jock, Laser has played on both the collegiate and professional levels. He was a linebacker at Montana State drafted by the USFL. He's played with the Kansas City Chiefs, the Toronto

Argonauts, and the Rams strike team. He's made several commercials and hopes to continue acting for TV and film.

Ice 5' 7" 155 lbs.
Ice has been an athlete all of her life. Her top sports include volleyball, softball and basketball. In fact, she was an all-league performer on the varsity basketball team. After high school she became interested in bodybuilding and modeling and has competed in national events. She's been in several TV shows and commercials and wants to expand her career in acting.

Blaze 5' 7" 140 lbs.
Blaze was a standout hurdler and triple jumper at the University of Nebraska, an injury keeping her out of the 1984 Olympics. She has competed in several national bodybuilding events and won the 1991 Miss Natural International Bodybuilding Championship. She plans to practice criminal law.

THE AMERICAN GLADIATORS

Lace 5" 8" 120 lbs.
Lace was an all around athlete in Edmonton, Canada where she grew up. She competed in several varsity sports including basketball and soccer. She was also a standout gymnast. Lace hopes someday to be a newscaster or talk-show host.

Gold 5" 8" 150 lbs.
Gold is a world-class bodybuilder who began her career in high school. She has been winning major competitions for years. Some of her accolades include first place in the 1989 Ms. International Classic, fourth place in the 1988 Ms. Olympia competition, and first place in the Ms. Missouri contest. Gold is pursuing a career in acting.

Zap 5' 6" 135 lbs.
Zap is back after taking a season off to have a baby. Zap has won several bodybuilding titles including Miss Pennsylvania and Miss Los Angeles. She has also acted in feature films. She's a native of Pennsylvania and she's such a bodybuilding enthusiast that she currently owns a gym there called "The Gym by Raye Hollit."

GLADIATORS' INSIDE TRICKS

ASSAULT
Tempt the Gladiator to shoot by peeking out from behind the barricade; then, once the shot has gone by, grab the weapon and fire.

JOUST
The whirling overhead strike is as affective as 3 jabs to the stomach. Always go for the draw, rather than risk defeat. Do not be afraid to be defensive, if you are already ahead of your competitor on points.

THE WALL
The most effective technique for this event is to constantly keep tapping Button X,Y, A OR B while directing your player with the Control Pad simultaneously.

ATLASPHERE
Build up your momentum and avoid collisions. Use a high speed sweep across the playing field on raiding runs and use the advertising boarding as cushions. Do not get involved in duels with Gladiators. If you are ahead on points, just try to stop your opponent from scoring at all.

AMERICAN GLADIATORS

POWERBALL
Use your opponent as a target for other Gladiators, then dash through the gap he creates.

HUMAN CANNONBALL
Stop the ENERGY BAR at 75% and the POWER BAR about half way down.

ELIMINATOR
You're on your own! I hope you have a lot of stamina!

OTHER EXCITING PRODUCTS FROM GAMETEK FOR YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM

- **Wheel of Fortune® featuring Vanna White**
- **JEOPARDY!® Featuring Alex Trebek**
- **Kawasaki® Caribbean Challange™**
- **Family Feud™**

GAMETEK LIMITED WARRANTY

Gametek, Inc. warrants to the original consumer purchaser of this Gametek Game Pak that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of 90 days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and Gametek is not liable for any losses or damages of any kind resulting from use of this Game Pak. Gametek agrees for a period of 90 days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191st Street, North Miami Beach, Fl. 33180. Phone: 1(800) 927-GAME.

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Gametek would like to thank the following people for their time and effort in creating American Gladiators for your Super Nintendo Entertainment System:

*Developed by Imagitec Design, Inc.
*Imagitec Producer Martin Hooley
*Programmed by Axel Brown, Jamie Irvine
*Art by Peter Goldsmith, Andie Gilmour
*Additional Art by Dave Hall
*Music By Barry Leitch
*Produced by Rod Humble
*Assistant Producer Michael Merson
*Executive Producer Elizabeth Curran
*Manual by Elizabeth Curran
*Package Design by Stephen Curran
*Manual Design by Bracchi Design, Inc.